IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (previously presented): A graphics accelerator, comprising:

a plurality of specialized processing subunits, interconnected through a serial message-passing interface to provide a generally pipelined graphics accelerator architecture; and

a memory interface which provides a high bandwidth interface independent of said serial message-passing interface directly to a memory associated with said graphics accelerator, said memory capable of storing displayable pixel information.

2. (original): The accelerator of Claim 1, wherein ones of said subunits are configured so that said memory interface accesses multiple tiles of pixels simultaneously.

3. (previously presented): A graphics accelerator, comprising:

a plurality of specialized processing subunits,

interconnected through a serial message-passing interface to provide a reconfigurably pipelined graphics accelerator architecture;

at least one of said specialized processing subunits comprising multiple subprocessors connected to operate in parallel on separate tasks; and

a high bandwidth memory interface independent of said serial message-passing interface which interfaces to a memory of said graphics accelerator, said memory capable of storing displayable pixel information;

wherein said serial interface also permits downloading of image data to ones of said subunits.

4. (previously presented): The accelerator of Claim 3, wherein ones of said subunits are configured so that said memory interface accesses multiple tiles of pixels simultaneously.

5. (previously presented): The accelerator of Claim 3, wherein ones of said subunits are configured so that said memory interface accesses multiple byte-sized tiles of pixels simultaneously.

6. (previously presented): The accelerator of Claim 3, wherein said subunits include a currnet parameter unit, a vertex shading unit, a vertex machine unit, a cull unit, and a geometry unit.

7. (previously presented): The accelerator of Claim 1, wherein ones of said subunits are configured so that said memory interface accesses multiple byte-sized tiles of pixels simultaneously.

8. (previously presented): The accelerator of Claim 1, wherein said subunits include a currnet parameter unit, a vertex shading unit, a vertex machine unit, a cull unit, and a geometry unit.

9. (previously presented): A graphics rendering system comprising:

a host processor;

a system memory; and

a graphics accelerator comprising:

a plurality of specialized processing subunits, interconnected through a message-passing interface to provide a generally pipelined graphics accelerator architecture; and

a memory interface which provides a high bandwidth interface independent of said serial message-passing interface directly to a memory associated with said graphics accelerator, said memory capable of storing displayable pixel information.

10. (previously presented): The system of Claim 9, wherein ones of said subunits are configured so that said memory interface accesses multiple tiles of pixels simultaneously.

11. (previously presented): The system of Claim 9, wherein ones of said subunits are configured so that said memory interface accesses multiple byte-sized tiles of pixels simultaneously.

12. (previously presented): The system of Claim 9, wherein said subunits include a curnet parameter unit, a vertex shading unit, a vertex machine unit, a cull unit, and a geometry unit.

13. (previously presented): A graphics rendering system comprising:

a host processor;

a system memory; and

a graphics accelerator comprising:

a plurality of specialized processing subunits,

interconnected through a serial message-passing interface to provide a reconfigurably pipelined graphics accelerator architecture;

at least one of said specialized processing subunits comprising multiple subprocessors connected to operate in parallel on separate tasks; and

a high bandwidth memory interface independent of said serial message-passing interface which interfaces to a memory of said graphics accelerator, said memory capable of storing displayable pixel information;

wherein said serial interface also permits downloading of image data to ones of said subunits.

14. (previously presented): The system of Claim 13, wherein ones of said subunits are configured so that said memory interface accesses multiple tiles of pixels simultaneously.

15. (previously presented): The system of Claim 13, wherein ones of said subunits are configured so that said memory interface accesses multiple byte-sized tiles of pixels simultaneously.

16. (previously presented): The system of Claim 13, wherein said subunits include a curnet parameter unit, a vertex shading unit, a vertex machine unit, a cull unit, and a geometry unit.

17. (previously presented): A computing system for graphics rendering, the system comprising:

a host processor;

a system memory; and

a computer graphics pipeline coupled to said host processor;

the computer graphics pipeline comprising:

a plurality of specialized processing subunits, interconnected through a serial message-passing interface to provide a generally pipelined graphics accelerator architecture; and

a memory interface which provides a high bandwidth interface independent of said serial message-passing interface directly to a memory associated with said graphics accelerator, said memory capable of storing displayable pixel information.

18. (previously presented): The system of Claim 17, wherein ones of said subunits are configured so that said memory interface accesses multiple tiles of pixels simultaneously.

19. (previously presented): The system of Claim 17, wherein ones of said subunits are configured so that said memory interface accesses multiple byte-sized tiles of pixels simultaneously.

20. (previously presented): The system of Claim 17, wherein said subunits include a current parameter unit, a vertex shading unit, a vertex machine unit, a cull unit, and a geometry unit.

21. (previously presented): A computing system for graphics rendering, the system comprising:

a host processor;

a system memory; and

a computer graphics pipeline coupled to said host processor;

the computer graphics pipeline comprising:

a plurality of specialized processing subunits,

interconnected through a serial message-passing interface to provide a reconfigurably pipelined graphics accelerator architecture;

at least one of said specialized processing subunits comprising multiple subprocessors connected to operate in parallel on separate tasks; and

a high bandwidth memory interface independent of said serial message-passing interface which interfaces to a memory of said graphics accelerator, said memory capable of storing displayable pixel information;

wherein said serial interface also permits downloading of image data to ones of said subunits.

22. (previously presented): The system of Claim 21, wherein ones of said subunits are configured so that said memory interface accesses multiple tiles of pixels simultaneously.

23. (previously presented): The system of Claim 21, wherein ones of said subunits are configured so that said memory interface accesses multiple byte-sized tiles of pixels simultaneously.

24. (previously presented): The system of Claim 21, wherein said subunits include a current parameter unit, a vertex shading unit, a vertex machine unit, a cull unit, and a geometry unit.

25. (previously presented): A method of designing graphics accelerators, comprising the steps of:

interconnecting a plurality of specialized processing subunits through a serial message-passing interface to provide a generally pipelined graphics accelerator; and

providing a high bandwidth interface independent of said serial message-passing interface directly to a memory associated with said graphics accelerator through a memory interface, said memory capable of storing displayable pixel information.

26. (previously presented): The method of Claim 25, wherein ones of said subunits are configured so that said memory interface accesses multiple tiles of pixels simultaneously.

27. (previously presented): The method of Claim 25, wherein ones of said subunits are configured so that said memory interface accesses multiple byte-sized tiles of pixels simultaneously.

28. (previously presented): The method of Claim 25, wherein said subunits include a currnet parameter unit, a vertex shading unit, a vertex machine unit, a cull unit, and a geometry unit.

29. (**currently amended**): A method of designing graphics accelerators, comprising the steps of:

interconnecting a plurality of specialized processing subunits through a serial message-passing interface to provide a reconfigurably pipelined graphics accelerator;

at least one of said specialized processing subunits comprising multiple subprocessors connected to operate in parallel on separate tasks; and

providing [[a]] an interface independent of said serial message-passing interface directly to a memory associated with said graphics accelerator through a memory interface, said memory capable of storing displayable pixel information;

wherein said serial interface also permits downloading of image data to ones of said subunits.

30. (previously presented): The method of Claim 29, wherein ones of said subunits are configured so that said memory interface accesses multiple tiles of pixels simultaneously.

31. (previously presented): The method of Claim 29, wherein ones of said subunits are configured so that said memory interface accesses multiple byte-sized tiles of pixels simultaneously.

32. (previously presented): The method of Claim 29, wherein said subunits include a currnet parameter unit, a vertex shading unit, a vertex machine unit, a cull unit, and a geometry unit.

33. (previously presented): A graphics rendering method, comprising the steps of:

receiving graphics primitives; and

sending said graphics primitives through a graphics accelerator comprising:

a plurality of specialized processing subunits, interconnected through a serial message-passing interface to provide a generally pipelined architecture; and

a memory interface which provides a high bandwidth interface independent of said serial message-passing interface directly to a memory associated with said graphics accelerator, said memory capable of storing displayable pixel information.

34. (previously presented): The method of Claim 33, wherein ones of said subunits are configured so that said memory interface accesses multiple tiles of pixels simultaneously.

35. (previously presented): The method of Claim 33, wherein ones of said subunits are configured so that said memory interface accesses multiple byte-sized tiles of pixels simultaneously.

36. (previously presented): The method of Claim 33, wherein said subunits include a currnet parameter unit, a vertex shading unit, a vertex machine unit, a cull unit, and a geometry unit.

37. (previously presented): A graphics rendering method, comprising the steps of:

receiving graphics primitives; and

sending said graphics primitives through a graphics accelerator comprising:

a plurality of specialized processing subunits,

interconnected through a serial message-passing interface to provide a reconfigurably pipelined graphics accelerator architecture;

at least one of said specialized processing subunits comprising multiple subprocessors connected to operate in parallel on separate tasks; and

a high bandwidth memory interface independent of said serial message-passing interface which interfaces directly to a memory of said graphics accelerator, said memory capable of storing displayable pixel information;

wherein said serial interface also permits downloading of image data to ones of said subunits.

38. (previously presented): The method of Claim 37, wherein ones of said subunits are configured so that said memory interface accesses multiple tiles of pixels simultaneously.

39. (previously presented): The method of Claim 37, wherein ones of said subunits are configured so that said memory interface accesses multiple byte-sized tiles of pixels simultaneously.

40. (previously presented): The method of Claim 37, wherein said subunits include a currnet parameter unit, a vertex shading unit, a vertex machine unit, a cull unit, and a geometry unit.